

The Adventure Goes On

# GAME OVER

The Video-Game

# II



**Dinamic**





## APPROACHING PHANTIS

You must rescue ARKOS, the hero of the rebellion against GREMLA, who has been imprisoned. You combat the kamikaze hordes, dodging missiles and avoiding balls of incandescent magma. Once you enter the caverns of the planet PHANTIS you fight your way through.



## STRUGGLING ON

After abandoning the ship you capture an ADREC in order to continue advancing on the planet. A dagger is the sole weapon you rely on to fend off the inhabitants. You fight against the enemy troops. You have to steal a weapon. And advance forward, straight ahead. Nothing can detain you.



ATARI ST



SPECTRUM

## THE PRISON

You cross swamps, mountains and forests... there are enemies all over. The way to the prison becomes more hazardous the further you advance. You take command of a helicopter, descend into the entrails of the planet, and arrive at the prison. It is heavily guarded. Will you be capable of freeing ARKOS?



AMSTRAD



COMMODORE



PC

INSTRUCTIONS IN ENGLISH,  
FRENCH, GERMAN  
AND ITALIAN INSIDE.



The Adventure Goes On

# GAME OVER

The Video Game



**A NEW TASK STANDS BEFORE YOU...**  
**THE ADVENTURE GOES ON!**

The Adventure Goes On

# GAME OVER

The Video Game

## II

***A NEW TASK STANDS BEFORE YOU...  
THE ADVENTURE GOES ON!***

The Adventure Goes On

# GAME OVER

The Video-Game

II

# GAME OVER II

INCLUDES

- 1 DISK
- INSTRUCTION MANUAL
- FREE POSTER



## AMSTRAD CPC

464, 664, 6128

 **3" DISK** 

DSK 0011